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1 [Choices in server-side programming: a comparative programming exercise](#)

Robert G. Brown, Willi Hahn

December 1998 **ACM SIGAPL APL Quote Quad , Proceedings of the conference on APL '99 : On track to the 21st century: On track to the 21st century**, Volume 29 Issue 2

Full text available: pdf(553.48 KB) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

One of the fastest growing and changing fields for software developers is in writing applications that are used across the "World Wide Web", which is in turn a client-server system that runs on the Internet. Servers, known by name, can be accessed over the Internet, and a protocol, known as HTTP (Hypertext Transfer Protocol) is used to send requests to servers for text, images (still and moving), audio, and other information. A very large amount of business will be conducted this way, now and in ...

2 [Server-side scripting using active server pages and VBScript](#)

John D. Haney, Craig A. VanLengen

October 2000 **Journal of Computing Sciences in Colleges**, Volume 16 Issue 1

Full text available: pdf(126.26 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

3 [Mitigating server-side congestion in the Internet through pseudoserving](#)

Keith Kong, Dipak Ghosal

August 1999 **IEEE/ACM Transactions on Networking (TON)**, Volume 7 Issue 4

Full text available: pdf(229.43 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**Keywords:** Internet server technology, caching, flash-crowd, pseudoserving

4 [At the Forge: Server-Side Java with Jakarta-Tomcat](#)

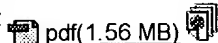
Reuven M. Lerner

April 2001 **Linux Journal**

Full text available: html(28.36 KB) Additional Information: [full citation](#), [references](#), [index terms](#)

- 5 Technical papers: software design: DADO: enhancing middleware to support crosscutting features in distributed, heterogeneous systems ☐  
Eric Wohlstadter, Stoney Jackson, Premkumar Devanbu  
May 2003 **Proceedings of the 25th international conference on Software engineering**

Full text available:




[Publisher Site](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

Some "non-" or "extra-functional" features, such as reliability, security, and tracing, defy modularization mechanisms in programming languages. This makes such features hard to design, implement, and maintain. Implementing such features within a single platform, using a single language, is hard enough. With distributed, heterogeneous (DH) systems, these features induce complex implementations which cross-cut different languages, OSs, and hardware platforms, while still needing to share data and ...

- 6 Integrating web sites and databases ☐  
Mike Morrison, Joline Morrison, Anthony Keys  
September 2002 **Communications of the ACM**, Volume 45 Issue 9


Full text available:  pdf(135.26 KB)

 html(44.19 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Web site developers creating 'data-based Web pages' that interact with organizational databases need to know server- and client-side processing.

- 7 At the Forge ☐  
Reuven M. Lerner  
June 1998 **Linux Journal**

Full text available:  html(19.60 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Server-Side Includes: Don't want to learn CGI but still want dynamic web pages? Mr. Lerner introduces us to server-side includes

- 8 Software engineering for Web application development ☐  
Samuel Hsieh  
October 2003 **Journal of Computing Sciences in Colleges**, Volume 19 Issue 1

Full text available:  pdf(109.45 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

A methodology for Web-based application development is presented. The methodology serves as a road map to guide student project development. Project development proceeds in three phases: structural design, detailed design, and implementation. Structural design views a system at the Web-page level, detailed design deals with intra-page issues, and implementation is logically segmented into four steps: implementation of the visual interface, client-side scripting, sever-side scripting for the visi ...

- 9 Building database applications of virtual reality with X-VRML ☐  
Krzysztof Walczak, Wojciech Cellary  
February 2002 **Proceeding of the seventh international conference on 3D Web technology**

Full text available:  pdf(512.41 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

A new method of building active database-driven virtual reality applications is presented. The term "active" is used to describe applications that allow server-side user interaction, dynamic composition of virtual scenes, access to on-line data, continuous visualization, and implementation of persistency. The use the X-VRML language for building active applications of virtual reality is proposed. X-VRML is a high-level XML-based language that overcomes the main limitations of the current virtual ...

**Keywords:** Java, MPEG-4, VRML, Web3D, XML, databases, multimedia

10 Measuring and characterizing end-to-end Internet service performance ☐

Ludmila Cherkasova, Yun Fu, Wenting Tang, Amin Vahdat

November 2003 **ACM Transactions on Internet Technology (TOIT)**, Volume 3 Issue 4

Full text available:  pdf(1.46 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)


Fundamental to the design of reliable, high-performance network services is an understanding of the performance characteristics of the service as perceived by the client population as a whole. Understanding and measuring such end-to-end service performance is a challenging task. Current techniques include periodic sampling of service characteristics from strategic locations in the network and instrumenting Web pages with code that reports client-perceived latency back to a performance server. Li ...

**Keywords:** End-to-end service performance, QoS, network packet traces, passive monitoring, reconstruction of web page composition, web site performance

11 Establishing the semantic web 11: On deep annotation ☐

Siegfried Handschuh, Steffen Staab, Raphael Volz

May 2003 **Proceedings of the twelfth international conference on World Wide Web**

Full text available:  pdf(389.51 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)


The success of the Semantic Web crucially depends on the easy creation, integration and use of semantic data. For this purpose, we consider an integration scenario that defies core assumptions of current metadata construction methods. We describe a framework of metadata creation when web pages are generated from a database and the database owner is cooperatively participating in the Semantic Web. This leads us to the definition of ontology mapping rules by manual semantic annotation and the usage ...

**Keywords:** annotation, information integration, mapping and merging, metadata, semantic web, wrapping

12 Business processes and conversations: A framework for the server-side management of conversations with web services ☐

Liliana Ardissono, Davide Cardinio, Giovanna Petrone, Marino Segnan

May 2004 **Proceedings of the 13th international World Wide Web conference on Alternate track papers & posters**

Full text available:  pdf(143.52 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The emerging standards for the publication of Web Services are focused on the specification of the static interfaces of the operations to be invoked, or on the service composition. Few efforts have been made to specify the interaction between a Web Service and the individual consumer, although this aspect is essential to the successful service execution. In fact, while "one-shot" services may be invoked in a straight forward way, the invocation of services requiring complex interactions, where mu ...

**Keywords:** service oriented architectures, tools and technologies for web services development

13 Designing an Efficient and Scalable Server-side Asynchrony Model for CORBA ☐

Darrell Brunsch, Carlos O'Ryan, Douglas C. Schmidt  
August 2001 **ACM SIGPLAN Notices**, Volume 36 Issue 8

Full text available:  pdf(234.83 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)


When the Asynchronous Method Invocation (AMI) model was introduced into the CORBA specification, client applications benefited from the ability to invoke non-blocking two-way requests. In particular, AMI improved the scalability of clients by removing the restrictions associated with Synchronous Method Invocations (SMI). Server request handling remained synchronous, however, which minimized the benefits of AMI for middle-tier servers, such as firewall gateways and front-end database servers. This ...

**Keywords:** CORBA, asynchronous method invocation, design patterns

14 Developing and enhancing a client/server programming for internet applications course ☐

W. Sam Chung, Don McLane

December 2002 **Journal of Computing Sciences in Colleges**, Volume 18 Issue 2

Full text available:  pdf(78.77 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The purpose of this paper is to describe the development and enhancement of a Client/Server (C/S) programming for Internet applications course in Computer Science (CS) curriculum. If a CS program has used Java as the first programming language and the program does not have enough resources to support the C/S course development with proprietary environments, it will bring an issue: how can we develop and enhance the C/S programming for Internet applications course? We develop the course by integr ...

15 On site: Additional methods when using email for teaching ☐

Ross A. Malaga

August 2002 **Communications of the ACM**, Volume 45 Issue 8

Full text available:  pdf(63.77 KB)  html(12.00 KB) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

Providing additional functionality and limiting problems by combining a server-side and client-side approach when teaching with email applications.

16 Generating dynamic content at database-backed web servers: cgi-bin vs. mod\_perl ☐

Alexandros Labrinidis, Nick Roussopoulos

March 2000 **ACM SIGMOD Record**, Volume 29 Issue 1


Full text available:  pdf(508.64 KB) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

Web servers are increasingly being used to deliver dynamic content rather than static HTML pages. In order to generate web pages dynamically, servers need to execute a script, which typically connects to a DBMS. Although CGI was the first approach at server side scripting, it has significant performance shortcomings. Currently, there are many alternative server side scripting architectures which offer better performance than CGI. In this paper, we report our experiences using mod\_pe ...

17 Subcontract: a flexible base for distributed programming ☐

Graham Hamilton, Michael L. Powell, James G. Mitchell

December 1993 **ACM SIGOPS Operating Systems Review , Proceedings of the fourteenth ACM symposium on Operating systems principles**, Volume 27 Issue 5

Full text available:  pdf(1.16 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

A key problem in operating systems is permitting the orderly introduction of new properties

and new implementation techniques. We describe a mechanism, subcontract, that within the context of an object-oriented distributed system permits application programmers control over fundamental object mechanisms. This allows programmers to define new object communication mechanisms without modifying the base system. We describe how new subcontracts can be introduced as alternative communication mechanism ...

18 Building multi-device, component-based, thin-client groupware: issues and experiences

John Grundy, Xing Wang, John Hosking

January 2002 **Australian Computer Science Communications , Third Australasian conference on User interfaces - Volume 7**, Volume 24 Issue 4

Full text available:  pdf(1.34 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The use of groupware, or collaborative work-supporting technologies, has become widespread, but many existing groupware systems are too difficult to integrate with domain-specific software applications, only work for specific user interface hardware, or provide inappropriate, thick-client architectural solutions. We describe a set of server-side software components we have developed providing a variety of thin-client groupware solutions (chat, email, annotation, to-do lists, notification etc). ...

**Keywords:** groupware, mobile user interfaces, software architecture, thin-client user interfaces

19 Web technologies and applications (WTA): WebUml: reverse engineering of web applications

Carlo Bellettini, Alessandro Marchetto, Andrea Trentini

March 2004 **Proceedings of the 2004 ACM symposium on Applied computing**

Full text available:  pdf(681.13 KB)

Additional Information: [full citation](#), [abstract](#), [references](#)

Web applications have become complex and crucial for many firms, especially when combined with areas such as CRM (Customer Relationship Management) and BPR (Business Process Reengineering). Since then the scientific community has focused attention to Web application design, development, analysis, testing, by studying and proposing methodologies and tools. This paper describes an automatic tool for the construction of UML models from existing Web applications. This tool, named WebUml, generates c ...

20 Wireless trading in B2B markets: concepts, architecture, and experiences

Jakka Sairamesh, Ioana Stanoi, Chung-Sheng Li, Brad Topol

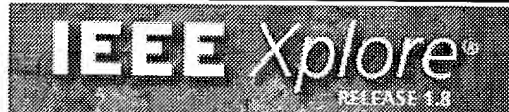
July 2001 **Proceedings of the 1st international workshop on Mobile commerce**

Full text available:  pdf(534.56 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

With the tremendous advances in hand-held computing and communication capabilities, and the rapid proliferation of mobile devices, we are seeing a growth in mobile commerce in various consumer and business markets. In this paper, we present a novel architecture for end-to-end mobile commerce applications. We designed, implemented and deployed a system for mobile commerce connected to eMarketplaces. The system is currently undergoing trials under various configurations and in various countries ...

**Keywords:** WAP, architecture, auctions, electronic commerce, mobile commerce, performance, state-machines and experimentation, trading, transcoding proxy



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#### 1 SQL/SDA: a query language for supporting spatial data analysis and its Web-based implementation

*Hui Lin; Bo Huang;*

Knowledge and Data Engineering, IEEE Transactions on , Volume: 13 , Issue: 4 , July-Aug. 2001

Pages:671 - 682

[\[Abstract\]](#)   [\[PDF Full-Text \(2184 KB\)\]](#)   IEEE JNL

#### 2 Efficient Web-based access to multiple geographic databases through automatically generated wrappers

*Cha, S.K.; Kihong Kim; Changbin Song; Yongsik Kwon; Sangyong Hwang;*

Web Information Systems Engineering, 2000. Proceedings of the First International Conference on , Volume: 1 , 19-21 June 2000

Pages:34 - 41 vol.1

[\[Abstract\]](#)   [\[PDF Full-Text \(752 KB\)\]](#)   IEEE CNF

#### 3 Integrating Windows streaming media technologies into a virtual classroom environment

*Stephen Huang; Hui Hu;*

Multimedia Software Engineering, 2000. Proceedings. International Symposium on , 11-13 Dec. 2000

Pages:411 - 418

[\[Abstract\]](#)   [\[PDF Full-Text \(904 KB\)\]](#)   IEEE CNF

#### 4 Web-based modeling and simulation

*Narayanan, S.;*

Simulation Conference Proceedings, 2000. Winter , Volume: 1 , 10-13 Dec. 2000



Pages:60 - 62 vol.1

[\[Abstract\]](#) [\[PDF Full-Text \(272 KB\)\]](#) IEEE CNF

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**5 Security considerations for distributed Web-based e-commerce applications in Java**

*Lindquist, T.E.;*

System Sciences, 2002. HICSS. Proceedings of the 35th Annual Hawaii International Conference on , 7-10 Jan. 2002

Pages:5 pp.

[\[Abstract\]](#) [\[PDF Full-Text \(328 KB\)\]](#) IEEE CNF

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**6 Extracting information from semi-structured Internet sources**

*Jong-Seok Jeong; Dong-Ik Oh;*

Industrial Electronics, 2001. Proceedings. ISIE 2001. IEEE International Symposium on , Volume: 2 , 12-16 June 2001

Pages:1378 - 1381 vol.2

[\[Abstract\]](#) [\[PDF Full-Text \(336 KB\)\]](#) IEEE CNF

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**7 A web-based testing system with dynamic question generation**

*McGough, J.; Mortensen, J.; Johnson, J.; Fadali, S.;*

Frontiers in Education Conference, 2001. 31st Annual , Volume: 3 , 10-13 Oct. 2001

Pages:S3C - 23-8 vol.3

[\[Abstract\]](#) [\[PDF Full-Text \(425 KB\)\]](#) IEEE CNF

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**8 A Java-based method for developing Web application system**

*Li Chunlin;*

Communications, 1999. APCC/OECC '99. Fifth Asia-Pacific Conference on ... and Fourth Optoelectronics and Communications Conference , Volume: 2 , 18-22 Oct. 1999

Pages:1079 - 1082 vol.2

[\[Abstract\]](#) [\[PDF Full-Text \(348 KB\)\]](#) IEEE CNF

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**9 A course on web languages and web-based applications**

*Sridharan, K.;*

Education, IEEE Transactions on , Volume: 47 , Issue: 2 , May 2004

Pages:254 - 260

[\[Abstract\]](#) [\[PDF Full-Text \(95 KB\)\]](#) IEEE JNL

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**10 Learning technologies to foster critical reasoning**

*Riesbeck, C.K.; Lin Qin; Weusijana, B.K.; Walsh, J.T.; Parsek, M.;*

Engineering in Medicine and Biology Magazine, IEEE , Volume: 22 , Issue: 4 , July-Aug. 2003

Pages:55 - 117

[\[Abstract\]](#) [\[PDF Full-Text \(915 KB\)\]](#) IEEE JNL

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**11 Portal server technology**

*Wege, C.;*

Internet Computing, IEEE , Volume: 6 , Issue: 3 , May-June 2002

Pages:73 - 77

[\[Abstract\]](#)   [\[PDF Full-Text \(560 KB\)\]](#)   IEEE JNL

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**12 A functional framework for Web-based information visualization systems**

*Bender, M.; Klein, R.; Disch, A.; Ebert, A.;*

Visualization and Computer Graphics, IEEE Transactions on , Volume: 6 , Issue: 1 , Jan.-March 2000

Pages:8 - 23

[\[Abstract\]](#)   [\[PDF Full-Text \(3388 KB\)\]](#)   IEEE JNL

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**13 An Internet based speech biometric verification system**

*Teoh, A.; Samad, S.A.; Hussain, A.;*

Communications, 2003. APCC 2003. The 9th Asia-Pacific Conference on , Volume: 1 , 21-24 Sept. 2003

Pages:47 - 51 Vol.1

[\[Abstract\]](#)   [\[PDF Full-Text \(359 KB\)\]](#)   IEEE CNF

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**14 A dynamic load-balancing approach for efficient remote interactive visualization**

*Chen-Han Kuo; Liu, D.S.-M.;*

Information Technology: Coding and Computing [Computers and Communications], 2003. Proceedings. ITCC 2003. International Conference on , 28-30 April 2003

Pages:598 - 602

[\[Abstract\]](#)   [\[PDF Full-Text \(244 KB\)\]](#)   IEEE CNF

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**15 Web technologies in support of virtual manufacturing environments**

*Lacroix, E.; St-Denis, R.;*

Emerging Technologies and Factory Automation, 2003. Proceedings. ETFA '03. IEEE Conference , Volume: 2 , 16-19 Sept. 2003

Pages:43 - 49 vol.2

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[Practical Development of Internet Prolog Applications using.. - Samhaa El-Beltagy \(Correct\)](#)

The approach presented makes use of client-**server** architecture where the client is a relatively the different **application** components. **Server Side Server** Socket Prolog **Application** Uses Front End widespread use of the Internet and the World Wide **Web** has motivated much work with the aim of providing [clement.info.umoncton.ca/~lpnet/proceedings97/beltagy.ps](http://clement.info.umoncton.ca/~lpnet/proceedings97/beltagy.ps)

[The Geographical Anteserver: a Client/Server Architecture.. - Szmurlo, Gaio, Madelaine \(1997\) \(Correct\)](#)

The Geographical Anteserver: a Client/**Server** Architecture for GIS Paper proposal for EODEO'98 reasons for this, both on the **server** and the client **side** of the **Web**: technical problems for transfer and November 29, 1997 Abstract Currently available GIS **Web-based applications** lack an interface for complex [www.sbg.ac.at/geo/eogeo/Authors/Szmurlo/Graphics/eogeo.ps](http://www.sbg.ac.at/geo/eogeo/Authors/Szmurlo/Graphics/eogeo.ps)

[Efficient Support for P-HTTP in Cluster-Based Web Servers - Aron, Druschel, Zwaenepoel \(1999\) \(Correct\) \(10 citations\)](#)

Efficient Support for P-HTTP in Cluster-**Based Web Servers** Mohit Aron Peter Druschel Willy Zwaenepoel a small modification in FreeBSD to disable client **side** caching of NFS files. 8 Prototype Cluster [www.cs.rice.edu/~aron/papers/phttp-lard.ps](http://www.cs.rice.edu/~aron/papers/phttp-lard.ps)

[Performance Comparison Of Video Transport Over ATM.. - Hossain, Kang, Horst \(Correct\)](#)

Comparison Of Video Transport Over ATM &**ServerNet** Interconnects Ashfaq Hossain, Sung-Mo Kang, berserk.vlsi.uiuc.edu/people/ashfaq/ieee.mm97.ps

[Process Support for Cooperative Work on the World Wide Web - Sikkel, Neumann, al. \(1998\) \(Correct\)](#)

drafts, features for uploading documents to a **Web server**. At the time when the **Web** became popular, pose any real problems. We focus on the technical **side** of the PSCW system, which gives a good insight Support for Cooperative Work on the World Wide **Web** Klaas Sikkel Faculty of Computer Science, [wwwhome.cs.utwente.nl/~sikkel/papers/pdp98.ps](http://wwwhome.cs.utwente.nl/~sikkel/papers/pdp98.ps)

[Implementing a Secure rlogin Environment: A Case Study of.. - Kim, Orman, O'Malley \(1995\) \(Correct\) \(2 citations\)](#)

environment. With minimal changes to the rlogin **server** and the use of a secure **network layer** protocol, protocol, we remove the vulnerability of hostname-**based** authentication and IP source address spoofing. We IP source address spoofing. We investigate how **applications** such as rlogin interact with this new **layer**, [ftp.cs.arizona.edu/xkernel/Papers/rlogin.ps](http://ftp.cs.arizona.edu/xkernel/Papers/rlogin.ps)

[A Transfer Protocol for an Open Hyperdocument Model Server - Buford \(1995\) \(Correct\)](#)

A Transfer Protocol for an Open Hyperdocument Model **Server** John F. Buford Dept. of Computer Science and document to extract information for updating **server-side** caches. Validation and transformation: We perform (types) could become part of a hyperdocument **web**. The advantage of this approach becomes obvious [dmsl.cs.uml.edu/~buford/papers/edmedia95.ps.gz](http://dmsl.cs.uml.edu/~buford/papers/edmedia95.ps.gz)

[A Hypertext System for Integrating Heterogeneous, Autonomous.. - Noll, Scacchi \(1994\) \(Correct\) \(2 citations\)](#)

(DHT)**Based** on a hypertext data model and client-**server** architecture, DHT features powerful modeling called the Distributed Hypertext System (DHT)**Based** on a hypertext data model and client-**server** development group is developing a database **application** to run in a client-**server** environment. The [cwis.usc.edu/dept/ATRIUM/Papers/Integrating\\_Software\\_Repositories.ps](http://cwis.usc.edu/dept/ATRIUM/Papers/Integrating_Software_Repositories.ps)

[Writing a Client-Server Application in C++ - Guedes, Julin \(1992\) \(Correct\) \(1 citation\)](#)

Writing a Client-**Server Application** in C Paulo Guedes Daniel Julin two implementations for each interface, the client-**side** and the **server-side** implementation, but often [ftp.cs.cuhk.hk/pub/mach3/src/mach\\_us/src/doc/userix-c++-92.ps](http://ftp.cs.cuhk.hk/pub/mach3/src/mach_us/src/doc/userix-c++-92.ps)

The Alloc Stream Facility: A Redesign of Application-Level .. - Krieger, Stumm, Unrau (1994) (Correct) (13 citations)  
by a microkernel and a set of user-level **servers** [RAA 88, ABB 86, Che88, ALBL91]In  
systems running on almost all current hardware **bases** [Pla92]The stdio General I/O: fopen(  
75-83. The Alloc Stream Facility: A Redesign of **Application-Level** Stream I/O Orran Krieger, Michael Stumm  
ftp.cs.toronto.edu/pub/parallel/Krieger\_etal\_IEEEComp94.ps.Z

SemQuery: Semantic Clustering and Querying on... - Sheikholeslami.. (1998) (Correct) (2 citations)  
USA Abstract The effectiveness of the content-**based** image retrieval can be enhanced using the  
approaches. We assume that the semantics of the **application** image database is well defined and can be  
www.rit.edu/~wcceec/.papers/tkde-semantic.ps

Web Based Parallel/Distributed Medical Data Mining.. - Kargupta, Stafford.. (Correct)  
the remaining 8 nodes are used as dedicated I/O **servers**. Each compute node has its own I/O subsystem  
classify the data into the leaves (labeled on the **side** with bold capital letters)At each branch, a  
**Web Based** Parallel/Distributed Medical Data Mining  
www.eecs.wsu.edu/~hillol/pubs/padmaMed.ps

Xavier: An Autonomous Mobile Robot on the Web - Simmons, Fernandez, Goodwin.. (1999) (Correct) (6 citations)  
workstation that interface to a Netscape **web server**, also running on the Sparc machine. The task  
Xavier: An Autonomous Mobile Robot on the **Web** Reid Simmons, Joaquin Fernandez 1 Richard  
years, we have been running an experiment in **web-based** interaction with an autonomous indoor mobile  
www.cs.cmu.edu/afs/cs.cmu.edu/user/reids/www/papers/iros-xavier.ps.gz

Pitch Determination Considering Laryngealization.. - Niemann, Denzler, .. (1994) (Correct) (2 citations)  
This article describes an approach **based** on neural network techniques for the improved  
presented and discussed in the context of the **application** in a spoken dialog system. I. Introduction  
ms) of the speech signal is presented to the input **layer** of an artificial neural network (ANN) which gives  
www5.informatik.uni-erlangen.de/TeX/Literatur/ps-dir/1994/Niemann94:PDca.ps.gz

The AT&T Internet Difference Engine: Tracking and... - Douglass, Ball, Chen, ... (1998) (Correct) (2 citations)  
Windows (95, NT) Windows (3.1, 95, NT) UNIX Client/**Server server server** client client client **server** Track  
to view a history of pages served and to see a **side-by-side** representation of the differences between  
Engine: Tracking and Viewing Changes on the **Web** Fred Douglass Thomas Ballz Yih-Farn Chen  
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Distributed Packet Rewriting - and its Application.. - Bestavros.. (1998) (Correct) (30 citations)  
Packet Rewriting and its **Application** to Scalable **Server** Architectures Azer Bestavros Mark Crovella Jun  
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Performing Replay in an OSF DCE Environment - Yuh Ming (1995) (Correct) (1 citation)  
Dce)Osf Dce Presents A Special Problem In That **Servers** Are Multithreaded And Incoming Rpcs Are  
Our work in debugging distributed **applications** is **based** primarily on the concept of a partial-order  
J. Taylor Abstract Debugging a distributed **application** is inherently difficult because such factors  
ccnga.uwaterloo.ca/pub/papers/Ps/conf11.ps.Z

Adaptive Scheduling with Client Resources to Improve WWW.. - Andresen, Yang (1996) (Correct)  
Scheduling with Client Resources to Improve **WWW Server** Scalability Daniel Andresen and Tao Yang  
www.cs.ucsb.edu/TRs/techreports/TRCS96-27.ps

Models for Asynchronous Message Handling - Langendoen, Bhoedjang, Bal (1997) (Correct) (5 citations)  
this test, no **application** activity occurs at the **server** node, except the handling of remote read  
the way messages are best handled at the receiving **side**. In this paper we focus on models for  
messages. This occurs frequently in parallel object-**based** and object-oriented programming systems. In  
ftp.cs.vu.nl/pub/amoeba/orca\_papers/ieee-concurrency97.ps.gz

Talking Vs Taking: Speech Access To Remote Computers - Yankelovich (1994) (Correct) (2 citations)  
command (the technology is not always on our **side** here!There is much work left to be done on this  
Chicago, IL, 1992. 2. Mynatt, Elizabeth and Gerhard **Weber**. Nonvisual Presentation of Graphical User  
the interaction with Phoneshell is done with a menu-**based**, touch-tone interface. Our aim is to create a  
www.sunlabs.com/research/speech/publications/chi94/CHI94Short.ps